
Subject: Here is a Tactic - stop Repairing the SAPPERS!
Posted by [Anonymous](#) on Fri, 02 Aug 2002 06:32:00 GMT

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How many times have i run into a building to /repair/kill the sappers (perps that are in the process of "sapping"/"destroying" your stuff) and some id FRIENDLY engie/hottie/techie will be there repairing them?i dont mean the occasional hitting of the beam - i mean when the sapper is STANDING right in front of the beam - getting repaired...???Cant you see your repairing the ENEMY ???what is up with that?yeah i know your trying to repair the MCT/defuse the mines - so - go RIGHT up to it an repair from there - so they cant get in front of the beam --but wait - you say - i might get destroyed when the mine goes off -- SO? giving your life for the cause is part of the game. (and you should of taken care of the enemy first - some smartly placed remote C4 does the trick)Plus - if you see the engie doing the front/back dance on the MCT -- get in front of them and take the C4 on you - yeah - you might die - but if you have the C4 on you - then the building doesnt die -- more important!One game - i saw 5 team players stay in front of the MCT - and they took all the C4 on them - granted - it killed them - but the building lived.Plus - 75\% you regenerate in the same building (not sure of the exact percentage)SO - the tactic is "Dont Repair the Enemy"

[August 02, 2002, 06:37: Message edited by: StoneRook]
